

Sound direction

16 using single DJ inspired sounds.

Short Sound Specification

Ringtones should be able to penetrate a noisy environment. For that reason, the ring tone must have significant changes in pitch, melody and volume, while playing. The ring tone must contain a lot of information in the most sensitive frequency region of the human ear (typically around 2.5 kHz). But the variation of pitch and volume is of most importance to get attention from the ring tone. A clear sounding melody with high pitch and volume is easy for the human brain to detect in a noisy environment. A staccato melody is also easier to detect in comparison to a gliding melody with a lot of legato or “portamento”. After you have memorized the melody it is even easier to hear it through noise. A “groovy beat” with no particular melody might sound “cool”, but it is harder to detect through environmental noise.

Alarm sounds main objective is to wake up the user. The user should wake up as soft as possible, the alarm sounds for 60 seconds and is not time critical for the user. The sound should be built up and be relatively calm the first 5-10 seconds and be more and more intrusive to reach a climax at 30s. Thus the alarm sound needs to be pretty long to minimize the number of loops. Note that the alarm is played with an increasing volume so the volume of the sound should be constant.

The following artists should be referenced:

- Göran Kjfes
- DJ Krush
- DJ Shadow
- Jurassic 5
- Prefuse 73
- Amon Tobin
- Autechre
- Boards of Canada
- Jaga Jazzist
- Squarepusher

